

AMENDMENTS TO THE CLAIMS

As indicated below, Applicant is amending Claims 33, 35–40, 42, 43, 45, 52, 56, 57, 59, 65, 69 and 70 and is canceling Claim 41, 49–51, 63 and 64 without prejudice or disclaimer. Claims 34, 44, 53, 54, 58, 60–62, 67 and 68 remain as previously presented.

1.–32. (Canceled)

33. (Currently Amended) An interactive gaming system for entertaining one or more play participants, comprising:

a play structure;

one or more play modules disposed within said play structure and sized ~~and~~ configured to receive or support ~~[[said]]~~ one or more play participants playing ~~therein[[,]]~~ or thereon ~~or around each said play module~~, each of said one or more play modules ~~further~~ comprising multiple play elements ~~operatively associated with each said play module comprising one or more interactive games or challenges configured to be played or completed by said one or more play participants as part of an interactive game an overall quest or mission;~~

at least two of said one or more interactive games ~~or challenges~~ being arranged ~~or organized~~ sequentially such that a first interactive game ~~or challenge~~ is necessary to be played ~~or completed~~ before a second game ~~or~~ interactive challenge can be played ~~or completed~~; and

a toy wand operable by at least one of said one or more play participants by waving, shaking, stroking and/or tapping said toy wand in a predetermined manner to transmit a first signal to wirelessly actuate at least one of said multiple play elements, the toy wand further comprising a memory configured to (i) store identification information for uniquely identifying said at least one play participant of said one or more play participants and (ii) store progress information indicative of a progress of the at least one play participant in the interactive game, the toy wand being further configured to wirelessly transmit at least one of said identification information and said progress information to at least one of said

multiple play elements during participation by said at least one play participant in said one or more interactive games or challenges.

34. (Previously Presented) The interactive quest gaming system of Claim 33, wherein said play structure comprises an amusement facility or family entertainment center.

35. (Currently Amended) The interactive quest gaming system of Claim 33, wherein said play structure is themed in accordance with an overall story or plot which is sequentially revealed or related as said one or more play participants plays or complete each interactive game or challenge or as play participants complete a required part of the quest or mission.

36. (Currently Amended) The interactive quest gaming system of Claim 33, wherein said play structure comprises a multi-level play structure having three or more levels or platform elevations.

37. (Currently Amended) The interactive quest gaming system of Claim 33, further comprising a score board configured and arranged to display the determined progress information of said one or more play participants.

38. (Currently Amended) The interactive quest gaming system of Claim 33, wherein the one or more play modules further comprises comprising multiple play modules arranged or organized sequentially and interconnected by one or more slides such that a first group of games or interactive challenges associated with a first play module of the multiple play modules is ~~is~~ necessary to be played or completed before a second group of games or interactive challenges associated with a second play module of the multiple play modules can be played or completed.

39. (Currently Amended) The interactive quest gaming system of Claim 33, wherein said toy wand is configured to communicate with one or more read/write devices associated with each ~~is~~ [[said]] interactive game or challenge.

40. (Currently Amended) The interactive quest gaming system of Claim 33, wherein said memory of said wand comprises [[an]] a radio frequency identification (RFID) read/write tag for receiving and storing progress information tracked data identifying which interactive games or challenges have been played or completed by

each said at least one play participant, ~~whereby the progress of each said play participant playing the interactive quest gave may be determined with or without a central network system.~~

41. (Canceled)

42. (Currently Amended) An interactive play system for entertaining one or more play participants, comprising:

multiple play elements arranged in a desired theme within a play facility, each of said multiple play elements ~~or group of play elements~~ being conceptually, ~~qualitatively or sensually distinct, but~~ operatively related to an overall gaming a quest or mission desired to be completed by ~~[[said]]~~ one or more play participants; and

a ~~[[wand]]~~ toy device that wirelessly ~~interfaces with and~~ exchanges data with said multiple play elements to activate at least one of said multiple play elements when the toy device is moved in a predetermined manner, the ~~[[wand]]~~ toy device further comprising a memory for storing identification data for uniquely identifying an associated play participant of said one or more play participants and storing progress information of the at least one play participant in the quest, the ~~[[wand]]~~ toy device being configured to wirelessly transmit at least one of said identification data and said progress information to said multiple play elements~~[[;]].~~

and wherein at least a portion of said multiple play elements communicates with the ~~[[wand]]~~ toy device ~~in such a manner as to allow or deny~~ selectively regulate access by a particular play participant of the one or more play participants to a selected one or more of said multiple play elements based on ~~how many points or levels have been reached by a~~ progress of a particular play participant ~~and/or based on what objectives that participant has accomplished or helped accomplish so as to define a sequence or path along which play participants must proceed to complete the designed~~ in the quest or mission.

43. (Currently Amended) The interactive play system of Claim 42, wherein said play facility comprises one or more play modules, ~~of the multiple play modules, sized and configured to receive or support said one or more play modules sized and configured to receive or support~~ said one or more play participants playing in, on or around each of said one or more play modules.

44. (Previously Presented) The interactive play system of Claim 42, wherein said multiple play elements comprise one or more interactive games or challenges configured to be played or completed by said one or more play participants.

45. (Currently Amended) The interactive play system of Claim ~~[[42]]~~ 44, wherein said ~~[[wand]]~~ toy device is further configured to track which of said one or more interactive games or challenges have been played or completed by each said particular play participant ~~whereby the progress of each said play participant playing the interactive play system may be determined with or without a central network connecting said interactive games or challenges.~~

46-51. (Canceled)

52. (Currently Amended) A method of electronic interactive game play, comprising:

allowing ~~one or more~~ a play participant participants to play with a first group of play elements operatively associated with a first play environment to achieve a first set of desired goals, points or game levels;

electronically collecting information representing said first set of goals, points or levels relative to ~~[[each]]~~ said play participant and wirelessly recording said information on a portable toy device ~~carried or worn~~ possessed by said ~~one or more play participant~~ participants in association with identifying information uniquely identifying ~~[[each]]~~ said play participant;

wirelessly reading said information stored on said portable toy device to recognize said ~~one or more~~ play participant participants at a second play environment located remotely from said first play environment and to access said stored information representing said first set of goals, points or levels relative to each said recognized play participant;

allowing said ~~one or more~~ recognized play participant participants to play with a second group of play elements operatively associated with said second play environment to achieve a second set of desired goals, points or game levels, wherein said portable toy device operable by said ~~one or more~~ recognized play participant participants by waving, shaking, stroking and/or tapping said portable toy device in a predetermined manner to wirelessly actuate at least one play element of said second group of play elements; and

wherein said second play activities or said second set of goals, points or game levels are at least in part dependent on said first set of goals, points or game levels achieved by [[each]] said play participant.

53. (Previously Presented) The method of Claim 52, wherein said first and second play environments comprise first and second play modules arranged within a play facility and organized sequentially such that a first group of games or challenges associated with said first play module are necessary to be played or completed before a second group of games or challenges associated with said second play module can be played or completed.

54. (Previously Presented) The method of Claim 52, wherein said first and second play environments are geographically separate and are not connected by a network.

55. (Canceled)

56. (Currently Amended) The method of Claim 52, wherein said portable toy device comprises an information storage device embodied in the form of a toy wand carried by said ~~one or more~~ play participant participants.

57. (Currently Amended) The method of Claim 52, wherein said portable toy device comprises [[an]] a radio frequency identification (RFID) card or badge.

58. (Previously Presented) The method of Claim 52, further comprising displaying said information representing said first set of goals, points or levels on a score board.

59. (Currently Amended) An interactive play system for entertaining one or more play participants, comprising:

one or more play elements to provide one or more interactive games or challenges configured to be played or completed by play participants, said one or more play elements being wirelessly actuatable in response to a wireless actuation signal;

~~one or more~~ a toy wand wand operable by at least one of said play participants by waving, shaking, stoking and/or tapping said toy wand in a predetermined manner to transmit said wireless actuation signal to actuate said one or more play elements; and

at least one memory device associated with ~~each of said one or more toy wand~~ wands, the at least one memory device storing (i) ~~being configured to store~~ identification information to uniquely identify the at least one play participant ~~and/or each toy wand during interaction with said one or more play elements to play or complete said one or more interactive games or challenges and~~ (ii) progress information indicative of a number of said interactive games or challenges completed by the at least one play participant.

60. (Previously Presented) The interactive play system of Claim 59, wherein said one or more play elements are arranged within an amusement facility or family entertainment center.

61. (Previously Presented) The interactive play system of Claim 60, wherein said amusement facility or family entertainment center is themed in accordance with a magic or wizards theme.

62. (Previously Presented) The interactive play system of Claim 59, wherein said one or more play elements are arranged on a play structure comprising a multi-level play structure having three or more levels or platform elevations.

63. (Canceled)

64. (Canceled)

65. (Currently Amended) The interactive play system of Claim 59, wherein said toy wand is configured to communicate with one or more read/write devices associated with said one or more play elements.

66. (Canceled)

67. (Previously Presented) The interactive gaming system of Claim 33, further comprising at least one transceiver associated with said one or more play modules, and wherein said toy wand is configured to receive wireless communications from said at least one transceiver.

68. (Previously Presented) The interactive gaming system of Claim 67, wherein said toy wand is configured to produce at least one of vibration and sound by said toy wand in response to receiving said wireless communications from said at least one transceiver.

69. (Currently Amended) The interactive play system of Claim 59, further comprising at least one transceiver associated with said one or more play elements, and wherein said ~~one or more toy wand is wands~~ are configured to receive wireless communications from said at least one transceiver.

70. (Currently Amended) The interactive play system of Claim 69, wherein said ~~one or more toy wand is wands~~ are configured to produce at least one of vibration and sound by said ~~one or more toy wand~~[[s]] in response to receiving said wireless communications from said at least one transceiver.